

# CEREBRAL NEBULA

Vol. 1, #4

CEREBRAL NEBULA

1 June 1967



"About ready  
for your next  
move Doug?"

This is of course the CEREERAL NEBULA a Diplomacy zine run by a select group of Seattlites. Hopefully by this issue we'll have figured out how to run mimeo (hah! I spelled it right). All correspondence should be directed to the editor unless otherwise noted. -ed. Greg Long

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Any literary contributions are particularly solicited although the ed. reserves the right to edit or condense. Game fees are \$2.00 for all variant and regular games. Team games: \$1.00 per player. Price per issue is 10%. We trade all-for-all.

1967J  
Fall 1901

### HIGH SEAS FLEET BREAKS INTO NORTH SEA RUSSIANS INVADERS TURKS

ENGLAND: F North Sea- Eng. Chan; F Norweg- Norway; A Edin-York (Evans)

GERMANY: F Den- North Sea; A Kiel- H 1; A Ruhr- Bel (Metzger)

FRANCE: F Brest- Mid At; A Paris- Gasc; A Mars holds (Peery)

ITALY: A Pied- Mars; A Ven holds; F Tyrr- Tunis (Heuston)

AUSTRIA: A Tri- Bud; F Alb- Greece; A Ser (S) F Alb- Greece (Alden)

RUSSIA: F G of Both-Swed; F Sevast- Arm; A Gal- Rum; A Ukr (S) (Rosenbaum)

TURKEY: F Ank-Ela Sea; A Bul- Rum; A Const- Bul (Teudiker)

Underlined moves not possible. Following supply centers are held by the powers:

ENGLAND: Lon, Liver, Edin, Norway (4) build 1

FRANCE: Mars, Paris, Brest (3) no build

GERMANY: Ber, Mun, Kiel, Bel, Holl (5) may build 2

ITALY: Ven, Rome, Nap, Tunis (4) build 1

AUSTRIA: Bud, Vien, Tri, Ser, Greece (5) build 2

RUSSIA: StP, Mos, War, Sev, Rum, Swed (6) build 2

TURKEY: Smy, Ank, Con, Bul (4) build 1

Deadline for Winter 1901 builds is

### Press Releases

Constantinople: This reporter interviewed Her Majesty and made these observations: One of The Majestys' best qualities is her honesty. Both herself and others. She is frank. She acknowledges truth whenever it is shown or spoken. Her courtiers soon learn that if one is not honest with Her Majesty he is in trouble. Though she sometimes borders on curtness, sense of understanding is also present. The next article will discuss the aspect of Her Majesty's personality.

Paris: His Imperial Majesty Louis XXXIIIrd, returning from a visit to his newest possession in the New World, Oraniana, declared in Lurleens, the capital of Luresiana that he would personally lead the French forces against the nasty Italians. Louis expressed shock that another country ((amend to countries -ed.)) would dare attack France during his absence. He said: "Just like those damn Italians though. Must be a bunch of rotten amateurs. Everybody knows Italy can't beat France." Asked about his trip Louis said: "We were very disappointed that we did not see this new constellation without a center everybody keeps talking about over there. Apparently, it's a mirage." ((It should also be noted that Louis couldn't see the forest because the trees were in the way))

Roma: It was offically announced today in Roma ((I should have said)) that the Tunisians voted overwhelmingly to join the new Roman Empire. The new province is properly integrated into the empire. Princess Janet's own Home Fleet is entering the waters of Tunis. The fleet, having just finished extensive maneuvers in the Tyrrhenian S. will enter Tunis with all the pomp of Princess Janet's own court. The residence of Tunis are expected out in force, and all signs point towards a really big celebration.

\*\*\*\*\*CEREBRAL MEMBRANE\*\*\*\*\*

Larry Peery, 5834 Estelle St., San Diego, Calif. 92116 :  
In reply to your question page 5, issue 3 of CN.((I'm using players as they come in)). I feel that the benefits of publishing those players who have signed up for a game outweighs the possible disadvantages. For instance, it lets people know about how long till a game starts ((just listing names of players signed up would be sufficient)), it gives people an idea of who is interested in what games, and acts as an impetus for people to get on with it. I do not (and I speak for being in several of the EREHWON games) feel that very often those listed make prior agreements before a game starts ((I have done so on occasion---but only in conjunction with a game already in progress)).((Ah hah, thats my point)) \*

A similar article was presented by Rod Walker who started the whole thing. He points out that this is a benefit to the player and the gamesmaster. He says the possibility of an advance alliance is almost nil and I am not arguing that point. However, as a rule, players who make contact with one player whether they know the countries or not, are less likely to do so with cross each other. NOTE however, that in the zines that do use this point the players pick their countries. Example: two people signed up for a game find that they are the only ones signed up so far for that game. One of the players picked Turkey and the other Russia. Since they are the only ones registered, they are assured of their country placement. A mutual exchange of notes and presto - an alliance far before the final gamelist is out. Walker's article in EREHWON #10 explains his stand on the subject well. I should convince everyone that he is right. -ed.

Well, I've finally recieved JUTLAND (Avalon Hill's WWI naval war game). As usual I've nothing but praise for it. My motto: the more complicated the game, the better the game.

Recieved another excellent S&T which included a review of the game VANGUARD. Next issue will include: JUTLAND REVIEW, FLETCHER PRATT'S NAVAL GAMES, and articles by Zocchi & Bronnecke. Future features include: Siege of Rodenburgh (table top game), introduction to "GO", and Wagon Wheel Chess. For more info, write: S&T Box 65, Adelphia, N.J. 07710. Note: CNs #2and#3 have more information on S&T.

EDITORIAL TIME

Recently ARMAEDONIA stated that it would no longer trade or allow subscriptions. Although well within their rights (its their zine) I feel this not in the spirit of the game particularly in one of the best zines on the West Coast. I'm sure most zines would support the CN's views on this subject, most affected will be those gamesmasters who collect zines through trades and subscriptions because they lack the time required to play in the games. Although I could go on further, Rod Walker's editorial in EREHWON #10 most clearly presents the situation. -ed.

Caution! Anything which Xenogogic prints about this zine is untrue.

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(ooc)

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ooc  
("H")

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CN #2  
Spring 1901?

GAMESMASTER SAYS HELP!!!

ENGLAND: F Lon- Eng Chan; A Liver- York; F Edin - North Sea  
(Turner)

FRANCE : no moves received/ all units hold  
(Alexand)

GERMANY: F Kiel - Hail; A Mun-Ruhr; A Ber-Mun;  
(Haggert)

ITALY: A Ven- Tyr; A Rome- VEN; F Nap- Tyrr.3  
(Turk)

AUSTRIA: no moves received/ all units hold  
(Gemignani)

RUSSIA: F Sov- Bla S; F St.P \* G of Both; A War-Gal; A Mos-Ukr;  
(Baker)

TURKEY: F Ank-Bla S; A Con- Bul; A Smy-Armenia  
(Wagner)

Underlined moves do not succeed. Both players who failed to send in moves for the most part old pro's, so I hope this was just a case of missed moves. They both expressed a desire to play and were sent CN #3. Moves for CN #2 are due June 16, 1967.

Press Release

Constantinople (May 2, 1901): The Turkish Government announced today that it has concluded peace treaties with all bordering European powers. The statement went on to state that Turkey had no military ambitions in the Balkans or elsewhere, and that Turkey wished to remain neutral in the conflicts of the continent. In a separate release, the Department of Internal Order and Home Defense indicated that a small detachment of police had been sent to Sofia at the request of the civil administration there. Apparently the extensive rioting in that city during the past two weeks has prompted the municipal authority to seek outside aid.

When will Mr. Boardman  
bless the above game with  
an official title?

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We will try and get publishing  
down to two weeks between moves.

NOTE the CEREERAL NEBULA's next rgular game needs only one more person to be filled. It will be gamesmastered by Doug Beyerlein. Write in know and be that one person. And of course we have all those variants.

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